

Verity Lambert

BBC TELEVISION SERVICE

BBC 1

CAMERA SCRIPT

23/64/3138

TX64

"DR.WHO AND THE SENSORITES"

SERIAL 'G'

EPISODE 4

'A RACE AGAINST DEATH'

by

Peter R. Newman

Producer Verity Lambert
Director Mervyn Pinfield
P.A. David Conroy
A.F.M. Valerie McCrimmon
Secretary Cordelia Crawshaw

Costume Sup: Daphne Dare
Make-Up Sup: Jill Summers
T.M.1 Peter Murray
T.M.2 Neil Campbell
Sound Sup: Jack Brummitt
Vision Mixer Graham Giles
CREW TEN
F.A. Bernard Havard

DESIGNER: RAYMOND CUSICK

CAMERA REHEARSAL - FRIDAY 19th JUNE 1964 - T.C.4.

Camera Rehearsal	10.30 - 1.00 pm
LUNCH	1.00 - 2.00 pm
Camera Reh. (with TK-23 from 2.0 pm)	2.00 - 7.00 pm
T ea (approx.)	3.45 - 4.15 pm
DINNER	7.00 - 8.00 pm
Line-up	8.00 - 8.30 pm

RECORDING: VT/T/22636 8.30 - 9.45 pm

TRANSMISSION: 18th July 1964

(ii)

CAST LIST

DR. WHO WILLIAM HARTNELL
IAN CHESTERTON ... WILLIAM RUSSELL
SUSAN FO REMAN ... CAROLE ANN FORD
JOHN STEPHEN DARTNELL
CAROL ILONA RODGERS
FIRST SCIENTIST .. KEN TYLSEN
SECOND SCIENTIST . JOE GREIG
FIRST ELDER ERIC FRANCIS
SECOND ELDER BARTLETT MULLINS
THIRD SENSORITE .. PETER GLAZE
FOURTH SENSORITE . ARTHUR NEWALL
SENSORITES: ANTHONY ROGERS
GERRY MARTIN

TECHNICAL REQUIREMENTS

4 Pedestals
4 booms
3 monitors (1 slung)
Grams (3 TR 90's)
Foldback
Roller Captio n Machine
2 12" x 9" Caption Stands
TK-23
Genlock
Prac. Water (South wall)

(ii)

(iii)

DR. WHO: SERIES G: EPISODE 4: RUNNING ORDER: 23/64/3138

PAGE SCENE SHOTS DESCRIPTION CAMS/BOOMS

1	TELECINE	OPENING CAPTIONS (00'26")	
1	1 1-9	Int. ELDER'S ROOM PALACE	1A, 2A A1
6	2 1 0	Ext. PALACE STEPS	3A B1
7	3 11-15	Int. LABORATORY	2B, 2C, 1C. C1
12	4 1 6-23	Int. ELDER'S ROOM	1A, 2A, 3B. A1
16	5 24	Ext. PALACE STEPS	3C B1
17	6 25-27	Int. LABORATORY	2E, 4A, 2C C2
19	7 28	Int. ELDER'S ROOM	3D A1
19	8 29	Int. LABORATORY	4A C2
19	9 30	Int. ELDER'S ROOM	3D A1
20	10 31	Int. DISINTEGRATOR ROOM (List)	1D
20	11 32	Int. LABORATORY (List)	2F C2
20	1 2 33	Int. ELDER'S ROOM	3D A1
20	13 34	Int. LABORATORY (Bottles)	2F C2
21	14 35	Int. DISINTEGRATOR ROOM (List)	1D
21	15 36	Int. ELDER'S ROOM	3D A1
21	16 37	Int. LABORATORY (Bottles)	2F C2
22	17 38	Int. LABORATORY	4A C2
22	18 39	Int. ELDER'S ROOM	3D A1

(iii)

(Cont'd)

(iv)

PAGE SCENE SHOTS			DESCRIPTION	CAMS/BOOMS	
23	19	40-45	Int. DISINTEGRATOR ROOM	1D, 3E	D1
26	20	46-51	Int. LABORATORY	2G, 2H, 4B.	C1
28	20A	52-54	Ext. PALACE STEPS	3F, 4C (Cut away)	D1
30	21	55	Int. ELDER'S ROOM	1E	A1
31	22	56	Int. AQUEDUCT ENTRANCE	3G	B2
33	22A	57-62	Int. ELDER'S ROOM	1A, 2I	A1
36	23	63	Int. DISINTEGRATOR ROOM	2J	D1
37	24	64	Int. ELDER'S ROOM	1	A1
37	25	65	Int. DISINTEGRATOR ROOM	2	D1
38	26	66	Int. AQUEDUCT ENTRANCE	3I	B2
39	27	67	Int. FIRST CHANNEL AQUEDUCT	4D	C3
40	68		ROLLER CAPTION	1	

(iv)

"DOCTOR WHO"

SERIAL 'G'

EPISODE 4

OPENING MUSIC

FADE UP OPENING CAPTION (00'26")

1. 1 A 24° 1. INT. ELDER'S ROOM /BOOM AL/
CU IAN

Pull back to
POS.B holding
IAN as he falls
towards Cam.

(IAN TRIES TO
STAND UP. HE
HOLDS HIS
THROAT AND
FALLS FORWARD
KNOCKING TABLE
OVER)

GRAMS
Q 28

SUSAN in R.

SUSAN: Grandfather: He's
unconscious.

Is t ELDER
in L.

FIRST ELDER: There is no
hope. Your friend is dying.

Push i n to
IAN'S face.

(DOCTOR TO IAN.
FEELS HIS HEAD
AND PULSE)

SUP. CAPTION - A RACE AGAINST DEATH

MIX. CAPTION - Written by Peter R. Newman

FADE SLIDE

Pull back -- first
taking in WHO
then to 4-shot
ELDER l/WHO/IAN/SUSAN.

On 1: shot 1

- 2 -

DOCTOR: Why has it
happened to him and
not to us?

SUSAN: Can you do
anything?

FIRST ELDER: The disease
strikes all manner of
people. Suddenly - without
warning.

DOCTOR: But never the
elders.

FIRST ELDER: No.

DOCTOR: Incredible the
build up in body temperature.
Is this disease as you
call it, contagious?

Pan up with
WHO.

FIRST ELDER: No.

DOCTOR: A germ in the
air?

SUSAN in R

Pus h in to
POS.A as she
step s over
IAN

SUSAN: It doesn't seem
like a disease at all.

DOCTOR: I agree.

SUSAN: We've all been
together - Travelled from
the Space Ship, walked
through the City.

(2 next)

- 2 -

On 1: shot 1

- 3 -

DOCTOR: Yes,

SUSAN: Come to this room -
oh! - the fruit.

2. 2 A 9°
CU WHO
DOCTOR: No, you had some of
it. / No, Susan, I know. He
drank a different kind of
water! It was the water.

3. 1 A 24°
2-shot
ELDER1/WHO
FIRST ELDER: But why don't
all who drink the aqueduct
water die.

4. 2 A 24°
2-shot ELD ER/
WHO
DOCTOR: It depends on their
resistance. In time they'll
all succumb.

FIRST ELDER: You can't be
sure of this.

DOCTOR: No, I'm not. But
it's all we have - call your
servant.

GRAMS
Q RP 18

(FIRST ELDER
HOLDS HIS
THROAT
MICROPHONE
BRIEFLY)

5. 1 A 24°
Single IAN

SUSAN leans SUSAN: He's opening his eyes.
in R of shot.

IAN: Susan...

6. 2 A 3 5°
2-shot ELDER/
WHO
DOCTOR: It's all right,
Chesterton. Lie quickly.
This isn't a disease. It's
more like poison.

(SERVANT ENTERS)

As SERVANT
enter R pull
back a little
to 3-shot.

DOCTOR: Go to your scientists.
I want some sodium chloride,
and I want it quickly.

(1 next)

- 5 -

On 2: shot 6

- 4 -

(FIRST ELDER NODS
AND THE SERVANT
BOWS)

7. 1 A 24°
2-shot IAN/
SUSAN

IAN: What's - happened -
to me?

8. 2 A 35°
3-shot ELDER 1/
W HO/SERVANT
a/b

SUSAN: Hush, Ian. Just
rest.

FIRST ELDER: Do you wish
your companion to remain
here.

DOCTOR: Please.

FIRST ELDER: Bring some
covers.

Lose SERVANT R.
(THE SERVANT BOWS
AND EXITS)

DOCTOR: Now then, sir,
your indulgence.

FIRST ELDER: I am distressed
by this tragedy. How can I
be of assistance.

DOCTOR: First, none of us
must drink anything but the
crystal water.

FIRST ELDER: Agreed.

DOCTOR: Let me work with
your scientists.

FIRST ELDER: They will be
honoured.

DOCTOR: Splendid!

- 4 -

On 2: shot 8

- 5 -

SUSAN in L
3-shot SUSAN/
ELDER 1/WHO

SUSAN: How long - has he
got?

FIRST ELDER: I hear your
distress in my mind. I
respond to it. I wish I
could be more reassuring.

SUSAN: How long?

FIRST ELDER: From the first
symptoms -- no one has lived
beyond the third day.

DOCTOR: As long as that?
Then we have time. I have
certain chemicals and
equipment on my ship. Return
the lock and I can promise
not only a cure for my friend
here but all your people.

SERVANT in R
Pan R losing
SUSAN L

(SERVANT ENTERS
WITH DISH OF
SALT ON A TRAY)

Take in SERVANT R
3-shot ELDER 1/
WHO/SERVANT

DOCTOR: Ah, good.

(HE DIPS A
FINGER IN AND
TASTES IT)

FIRST ELDER: I will discuss
this matter with the Second
Elder.

DOCTOR: (BUSY) Yes, yes,
yes, but please don't delay
any longer than necessary.

(FIRST ELDER
EXITS.)

SERVANT LEAVES
TRAY AND
FOLLOWS.

SUSAN in L
Pan them R to
table.

SUSAN POURS
OUT GLASS OF
CRYSTAL WATER.

(1 next)

- 5 -

On 2: sho t 8

- 6 -

DOCTOR TIPS
IN SOME SALT)

DOCTOR: Salt and water.
An old fashioned remedy
but it will serve I think.

9 . 1 A 24°
3-shot SUSAN/
IAN/WHO

(MILY BEND OVER
IAN.

SUSAN LIFTS HIS
HEAD)

IAN: Feel very weak, Doctor.

DOCTOR: You must drink all
this, Chesterton. It won't
be pleasant but it's for your
own good.

(SUSAN HOLDS
GLASS FOR IAN.

C.U. DOCTOR)

Pus h in to
CU WHO

DOCTOR: But will they let
me into my ship.

GRAMS
Q 8

10. 3 A+ 24° 2. EXT. PALACE FORECOURT /BOOM BL/
2-shot ELDER 1/
ELDER 2

SECOND ELDER: Be guided by
me on this matter. The one
I'll back called the Doctor may not be
to 3A as sincere.
they advance.

GRAMS
Q 30

FIRST ELDER: His friend is
dying -

SECOND ELDER: Or pretending
to die. Then you let the
Doctor into his Ship.

(2 next)

- 6 -

On 3: shot 10

- 7 -

FIRST ELDER: Would he
leave his friends at our
mercy?

SECOND ELDER: Who knows what
power is in his ship. Once
inside it -- we might be at
his mercy.

FIRST ELDER: I believe in them.

SECOND ELDER: But dare you trust
then. The Doctor might go away
to fetch an army of human beings
in a fleet of space-ships.

FIRST ELDER: That is a terrible
picture you paint. Do you
distrust them as much as that?

SECOND ELDER: I do not trust
them as much as you. I only
advise caution.

FIRST ELDER: I will think of
your advice and weigh up the
matter.

3. INT. LABORATORY

/BOOM CUT/

11.

2 B 24°

CU of Hand

picking up bottle.

Pull back to (THERE IS A
POS.0 taking SMALL ROOM
in 1st SCIENT). COVERED WITH
SCIENTIFIC AND

Pan SCIENTIST R. MEDICAL EQUIP-
MENT)

2-shot SCIENTIST/

JOHN

(JOHN IS IN A
CHAIR - HIS
EYES CLOSED.
A GADGET IS
FIXED TO HIS
HEAD.

GRAMS
Q RP 16

- 7 -

On 2: shot 11

- 8 -

THE FIRST
SCIENTIST
IN THE ROOM,

ADJUSTING THE
WIRES TO THE
GADGET AT
JOHN'S HEAD.

THE THIRD
SENSORITE
ENTERS THE
ROOM)

3rd SEN. in R FIRST SCIENTIST: How can I
to behind JOHN help the City Administrator?

3-shot SCIENTIST 1/
SEN 3/JOHN

THIRD SENSORITE: Why is
this earth creature here?

FIRST SCIENT ST: We are
clearing his mind.

Hold SCIENTIST
L.

THIRD SENSORITE: On whose
orders?

FIRST SCIENTIST: The First
Elder.

THIRD SENSORITE: It would
have been better to kill him
than cure him, scientist.

ELDER 2 in R

(SECOND ELDER
INTO ROOM)

SECOND ELDER: Leave us.

Let SCIENTIST
go L.
Centre 3-shot
SEN 3/JOHN/
ELDER 2

(HE SPEAKS TO
FIRST SCIENTIST
WHO BOWS AND
WALKS OUT OF
SHOT)

SECOND ELDER: Once again you
question the orders of authority.

(1 next)

- 8 -

On 2; shot 11

- 8 -

THIRD SENSORITE: Sir, the Elders rule this planet while I am only responsible for this City. But I will do everything in my power to protect and defend that City.

SECOND ELDER: Be careful your power is not taken away from you.

THIRD SENSORITE: But these intruders threaten us all. This man is being cured?!

SECOND ELDER: We fulfil a promise.

THIRD SENSORITE: At any moment we will put them in their ships and let them go!! This is madness.

SECOND ELDER: One more insolent word from you and I will ask for your collar of office to be taken from you.

(HE GOES NEARER
TO JOHN WHOSE
EYES ARE NOW
OPEN - WATCHING
THEM, PARTICULARLY
THE THIRD SENSORITE)

SECOND ELDER: This man is to be cured. Is for the other one -

THIRD SENSORITE: Which other one?

SECOND ELDER: The one known as Ian Chesterton.

12. 1 C 90
Single
SEN 3.

THIRD SENSORITE: These absurd names they have. None of them wear signs of authority or badges of position. How can they be distinguished!! What is the matter with the other one.

(2 next)

- 9 -

On 1: shot 12

- 10 -

SECOND ELDER: He has caught the disease. Their commander, the Doctor, believes our water supply is to blame.

(PAUSE)

THIRD SENSORITE: What a brilliant scheme. Evil but undoubtedly brilliant./

GRAMS
Q 2

13. 2 C 9°
CU JOHN

(JOHN GLARES AT
THIRD SENSORITE)

14. 1 C 24°
3-shot
SEN 3/
ELDER 2/
JOHN

SECOND ELDER: Explain!

THIRD SENSORITE: To attack our confidence in one of the necessities. There is nothing wrong in our water supply at all. It is a scheme to put us at their mercy./

15. 2 C 24°
3-shot
SEN 3/ELDER/
JOHN

JOHN: (TO THIRD SENSORITE)
Evil... Evil...

THIRD SENSORITE: You see, even this half-broken man admits the truth.

SECOND ELDER: I must warn the First Elder.

(HE HURRIES AWAY)

JOHN: No... no... evil... is... here.

GRAMS
Q 14
(excluding
chord)

Push in as
SEN 3 crosses
C 2-shot JOHN/
SEN.3.

THIRD SENSORITE: He cannot hear you. Your mind is closed by the machine and your voice is not believed.

JOHN: You - are my enemy.

- 10 -

THIRD SENSORITE: I am
the enemy of all earth
creatures. And any
Sensorite who befriends
them shall be swept away.

JOHN: Must warn -- of your
evil must -- must.

(JOHN SINKS,
EXHAUSTED,
INTO A COMA.)

GRAMS
Q 14
ends.

THIRD SENSORITE: Your
brain is too weak to harm
me.

CAROL in L

(CAROL ENTERS)

CAROL: How is John? Oh!
I'm sorry. I thought you
were one of the Scientists.

THIRD SENSORITE: You can see
my collar of office. I am
the City Administrator.

CAROL: Yes, I'm sorry.
But when your backs are
turned it is very difficult
to see. (SHE SMILES) I
don't know what I'd do
if you all changed your
badges and sashes. We
wouldn't be able to tell
you apart.

(PAUSE)

(1 next)

- 11 -

On 2: shot 15

THIRD SENSORITE: I have never
thought of that.

(HE GOES OUT)

Let SEN 3 go
Hold 2-shot on
CAROL'S crouch
CAROL/JOHN

CAROL SITS BESIDE
JOHN AND TAKES
HIS HAND.

CAROL: John ...

16. 1 A 24° 4. INT. ELDER'S ROOM / BOOM AL/

2-shot
ELDER 1/
WHO
(DOCTOR'S FIST
CRASHES DOWN
ON ONE OF THE
LITTLE TABLES)

DOCTOR: But he'll die!!

(FIRST ELDER
CROUCHES BACK
IN FEAR AND
ALARM)

FIRST ELDER: No noise, I
beg of you.

SUSAN in R
3-shot ELDER 1/
WHO/SUSAN

SUSAN: But why won't you
make up your mind?

DOCTOR: Look at that young
man.

17. 3 B 16°
Single IAN

(SHOT OF IAN
LYING ON RUGS
ON FLOOR)

18. 1 A 24°
3-shot a/b
ELDER/WHO/
SUSAN
DOCTOR: I've done all I can
for the moment - given him a
salt and water mixture. He's
coughed his inside out. But
I must have chemicals and
equipment.

(HE APPROACHES
FIRST ELDER)

Or his death will be your
fault and yours alone.

(2 next)

- 12 -

On 1: shot 18

- 13 -

Pan L letting
in ELDER 2 L
& losing WHO &
SUSAN R.

(SECOND ELDER
ENTERS)

FIRST ELDER: Very well -
I -

SECOND ELDER: Sir!

GRAMS
Q RP 18

(HE GOES TO
FIRST ELDER.
THEY FACE
EACH OTHER
AND BOTH
TOUCH THE
APPARATUS
AT THEIR
NECKS.)

19. 2 A 24°
SUSAN, WHO
is entering
L.

DOCTOR: What is it now!

SUSAN: I don't know - their
minds aren't completely open
to me.

DOCTOR: You can really
hear their minds talking,
Susan?

SUSAN: It isn't distinct.

GRAMS
Q RP 18
ENDS

(FIRST ELDER
MOVES BACK)

20. 3 B 24°
4-shot ELDER/
ELDER/WHO/
SUSAN

FIRST ELDER: Doctor, I cannot
allow you to go to your ship.

DOCTOR: (QUIETLY; CALMLY)
Don't set yourself against me.

FIRST ELDER: There is a
laboratory here. You may
prove your poisoned water
theory there - or not at
all.

DOCTOR: (SHOUTS) You fool!

(2 next)

- 13 -

On 3: shot 20

- 14 -

(BOTH ELDERS
STAGGER BACK)

SUSAN: Don't shout,
Grandfather! They think
you're attacking them.

(SHE GOES TO
THEM)

21. 2 A 24°
3-shot ELDER/
WHO/SUSAN
SUSAN: (Cont.) We're
sorry. There's so much
about your planet we don't
know -

DOCTOR: (TO HIMSELF)
Inhuman;.....

SUSAN: (IMPLORING) Please
Grandfather -

22. 1 A 9°
CU SUSAN
DOCTOR: (TO HIMSELF)
Monstrous behaviour - /

SUSAN: (TO FIRST ELDER)
We didn't mean to use
sound as a weapon. We
didn't even know it hurt
you. /

23. 2 A 24°
3-shot a/b
ELDER/WHO/
SUSAN
FIRST ELDER: Very well.
But please be careful in
future. (TO SECOND ELDER)
I wish to see regular
reports on the progress
of - this theory.

Pan L on ELDER 1
move to 2-shot
ELDER 2/ELDER 1.

Pan R on ELDER 1
move to 3-shot
ELDER 1/WHO/
SUSAN

(HE GOES OUT)

DOCTOR: Theory!!

SUSAN: Grandfather!

- 14 -

Pan WHO & SUSAN
I & push in to
POS.D.
3-shot WHO/IAN/
SUSAN

DOCTOR: Yes, yes, I know.
We have no alternative
but to put up with this
outrageous treatment.
Forget that for now. You
must stay here and be nurse,
my dear. I want to know
his pulse rate and tell me
immediately...

IAN: Doctor...

(DOCTOR AND
SUSAN DEND
EITHER SIDE
OF IAN)

IAN: What's happened -

DOCTOR: How do you feel?

IAN: My throat's still sore.

DOCTOR: Pains anywhere else?

IAN: No - but I feel very
siddy.

(DOCTOR EXAMINES
IAN'S EYES)

DOCTOR: Rest quietly.

(HE TAKES
SUSAN AWAY
SLIGHTLY)

Pan WHO & SUSAN
R. 2-shot
SUSAN/WHO

DOCTOR: Give him as much
of the crystal water to
drink as he likes. If
his breathing becomes
feeble - artificial
respiration.

SUSAN: All right.

On 2: shot 23

Pan WHO R take
in ELDER 2
C 2-shot WHO/
ELDER 2

(DOCTOR LOOKS
AT SECOND
ELDER)

DOCTOR: Show me your
laboratory. And I only
hope there's time to
save him.

24. 3 C 24° 5. INT. PALACE FORECOURT /BOOM BL/
2-shot SEN 4/
SEN 3

GRAMS
Q 21

(THE THIRD
SENSORITE
AND THE
FOURTH
SENSORITE
ARE PRESENT)

FOURTH SENSORITE: The Second
Elder has given the firing key
to the chief of warriors. I
saw him.

As they turn
ELDER 1 in
R b/g. Pan
him R the n L
to 3-shot
SEN 4/SEN 3/
ELDER 1

THIRD SENSORITE: Then the
disintegrator is no use to
us. How can we destroy the
earth creatures.

(FIRST ELDER JOINS
THEM. THE OTHERS
BOH)

FIRST ELDER: I have placed
our laboratory at the disposal
of the man called the Doctor.
See that he has every co-
operation.

THIRD SENSORITE: Yes, sir.

(FIRST ELDER
WALKS OUT OF
SHOT)

(2 next)

On 3: shot 24

THIRD SENATOR: Here we
weakness!! I tell you
these earth creatures are
defeating us with smiles
and gentle words. Our
leaders listen and agree
and soon we will all be
slaves.

FOURTH SENSORITE: What can we do.

THIRD SENSORITE: Bring the Second Elder here to me - alone. The girl Carol gave me an idea. How would you recognise the Second Elder in the distance.

FOURTH SENSORITE: By the sash he wears.

THIRD SENSORITE: Bring the Second Elder to the Disintegrator room. Yes, we must match cunning with cunning.

25. 2 E 24⁰ Singl e WHO

6. INT. LABORATORY. BOOM C2

GRAMS
0 37

(DOCTOR EXAMINING
A LINE OF BOTTLES

Pull back to
POS.C as WHO
moves to Cam. Take
in SC.2 & 1, 3-shot
WHO/SC.2/1

On 2: shot 25

DOCTOR: (Cont) Time is not on our side. I believe your people are dying because atropine poison is in the aqueduct water. I have a few notes here which might interest you.

26. 4 A 16°
Single WHO

(HE REFERS TO A
SMALL NOTE-BOOK)

Here we are. The symptoms. Atropine causes dilation of blood vessels, temperature rises, and pulse rate becomes very rapid. A rash may appear. The mouth and throat both become extremely dry.

27. 2 C 24°
3-shot a/b
WHO/SC.2/1

(HE CLOSES NOTE-BOOK) /

What we must do is isolate the poison and prescribe the remedy.

FIRST SCIENTIST: We will give you our assistance.

SECOND SCIENTIST: Although we have tested the water already.

Pan SC.2 L Lose
SC.1 R.
2-shot SC.2/WHO

DOCTOR: Well, we must try again.

SECOND SCIENTIST: Over here is a sample of the aqueduct water.

(HE TAPS A SMALL BOTTLE)

DOCTOR: You see, there is something strange here. All of your people have not died.

SC.1 in R
3-shot SC.2/WHO/
SC.1

FIRST SCIENTIST: Three in every ten. Last year it was two in every ten.

DOCTOR: Either some resist the poison or some of the water is good.

(3 next)

SECOND SCIENTIST: But all the water is the same.

DOCTOR: The outlets aren't the same, surely?

FIRST SCIENTIST: No there are ten districts in this City but there is only one source.

DOCTOR: Gentlemen, I know there is a poison at work. I know the signs. We must test samples from each of the districts in turn. Where did this sample come from.

FIRST SCIENTIST: This Palace - it is District

DOCTOR: Label that bottle then and start a record. Now please hurry. There's not a moment to lose. Now bring me samples from all the other districts. This is imperative.

GRAMS
Ø 36

Push in to 2-shot
WHO/SC.1.

28. 3 D 24° 7. INT. ELDER'S ROOM /BOOM A1/
2-shot SUSAN/
IAN
(SUSAN BATHING
IAN'S HEAD)

29. 4 A 8. INT. LABO RATORY /BOOM C2/
Single WHO
(DOCTOR AT
WORK AT BENCH,
POURING DROPS
FROM ONE TUBE
INTO ANOTHER)

30. 3 D 24° 9. INT. ELDER'S ROOM /BOOM A1/
Single ELDER - 19 -
1.
(1 next)

On 3: shot 30

- 20 -

INT. ROOM IN PALACE.

(FIRST ELDER
STUDYING A
LIST)

10. INT. DISINTEGRATOR ROOM

31. 1 D 24°
CU LIST
Over SEN'S L
shoulder

(IT READS
"FIRST
DISTRICT" -
AND UNDERNEATH
LISTS DISTRICTS
DOWN TO "TWENTY")

11. INT. LABORATORY

32. 2 F 16°
CU LIST &
HAND

(HAND WRITES
"NEGATIVE"
AGAINST "FIRST
DISTRICT")

12. INT. ELDER'S ROOM

33. 3 D 24°
2-shot
SUSAN/IAN

(IAN TOSSING
AND TURNING
SUSAN TRYING
TO CALM HIM)

13. INT. LABORATORY (

34. 2 F 16°

(1 next)

- 20 -

On 2: shot 34

(THERE ARE TEN BOTTLES. EACH LABELLED IN DISTRICT NUMBERS. "DISTRICT ONE" TO DISTRICT TEN.

SECOND SCIENTIST'S HAND PUTS UP EMPTY /DISTRICT FOUR" BOTTLE AND MOVES A PIECE OF CARD WHICH SUB-DIVIDES THE LINE OF BOTTLES - THOSE TESTED AGAINST THOSE UNTESTED)

35. 1 D 24° 14. INT. DISINTEGRATOR ROOM /
CU List &
H and.

(SHOT 'NEGATIVE' NOW WRITTEN AGAINST THE FIRST FIVE NUMBERS. A HAND IS WRITING 'NEGATIVE AGAINST DISTRICT)6)

36. 3 D 24° 15. INT. ELDER'S ROOM /BOOM A1/
3-shot SUSAN/
IAN/ELDER 1.

(SUSAN AND FIRST ELDER LOOKING DOWN AT IAN.

SERVANT SENSORITE ENTERS AND HANDS FIRST ELDER A PAPER. HE STUDIES IT. SUSAN LOOKS AT HIM. HE SHAKES HIS HEAD)

37. 2 F 16. INT. LABORATORY /BOOM C2/
RH bank of
bottles

(4 next)

On 2: shot 37

(THE ONE EMPTY
AND DEALT WITH
NOW NUMBER
SEVEN. THREE
REMAINING -
DIVIDED BY THE
CARD - STAND
ALONE. SECOND
SCIENTIST'S
HAND TAKES DOWN
BOTTLE NUMBER
EIGHT)

38. 4 A 24° 17. INT. LABORATORY /BOOM C2/
CU WHO

(C.U. DOCTOR'S
FACE.

NEW ANGLE AS HE
EXAMINES A TEST-
TUBE. HE ADDS
A LITTLE POWDER
TO TUBE.

GRAMS
Q 36
ENDS

Pull back to 2-shot
WHO/SCIENTIST 1.

HIS EYES GLEAM)

DOCTOR: This one! I've
found it!!!
GRAMS
Q 13

(FIRST SCIENTIST
TO HIM)

FIRST SCIENTIST T: District
Eight.

DOCTOR: Atropine poisoning.
That's what is causing all
these deaths.

FIRST SCIENTIST: But why were
some of the other districts
negative.

DOCTOR: Because the poison seems
to vary from place to place.
That's why when you did your tests
yo u didn't discover it.

39. 3 D 35° 18. INT. EL DER'S ROOM /BOOM A1/
2-shot ELDER1/2
GRAMS
Q 27

(1 next)

On 2: shot 39

- 23 -

(FIRST AND
SECOND ELDERS
TOGETHER)

FIRST ELDER: And can the
Doctor discover a cure?

SECOND ELDER: He says so.
Caffeine citrate is the
antidote.

FIRST ELDER: A remarkable
man! Remarkable.

SECOND ELDER: I have one
appointment and then I return
to the laboratory.

FIRST ELDER: Give the Doctor
my congratulations on his
progress.

Let ELDER 2 go R.
Pan ELDER 1 L
3-shot SUSAN/IAN/
ELDER 1.

(HE MOVES ACROSS
ROOM TO SUSAN AS
SECOND ELDER EXITS)

SUSAN: He's a little easier.

FIRST ELDER: The Doctor has
had some success. A remedy
will be available soon.

SUSAN: Oh, thank goodness.

(LOOKS AT IAN)

SUSAN: You'll be all right,
Ian.

40. 1 D 35° 19. INT. DISINTEGRATOR ROOM / BOOM DL /
CU SEN. 3
GRAMS
Q RP 1

- 23 -

Om 1: shot 40

THIRD SENSORITE: They are coming.

(THIRD SENSORITE
IS BEHIND THE
INSTRUMENT PANEL
IN FULL VIEW.
THE FIFTH SENSORITE
IS CONCEALED BY THE
DOOR.

THE DOOR OPENS AND
THE SECOND ELDER
ENTERS, FOLLOWED
BY THE FOURTH
SENSORITE)

Pan a little as
others enter.

SECOND ELDER: Why are we
meeting here.

THIRD SENSORITE: Hold him!

GRAMS
Q 19

(THE OTHER TWO
HOLD HIS ARMS)

SECOND ELDER: You will be
punished for this offence.

(THIRD SENSORITE
GOES TO HIM AND
REMOVES THE
MICROPHONE FROM
HIS NECK)

As SEN 3 moves
tighten shot

THIRD SENSORITE: I advise you
to answer my questions. Your
family group are in my power.

SECOND ELDER: What have you
done with them.

THIRD SENSORITE: Nothing - so
far. Has the Doctor completed
his experiment?

SECOND ELDER: Yes.

THIRD SENSORITE: and the
candidate is to be given to
his friend, Ian.

(3 next)

On 1: shot 40

- 25 -

SECOND ELDER: Yes.

THIRD SENSORITE: And then
to our people who are ill?

SECOND ELDER: Yes. /

41. 3 E 9°
CU SEN.3

THIRD SENSORITE: I do not
believe he has made an
antidote. The young man
I saw pretends to be ill. The
doctor pretends to cure him.
And then he will ~~kill~~ ^{us} all with
a poison he has made. /

42. 1 D 35°
Group shot
a/b

SECOND ELDER: That's not
true. Our Scientists have
worked with him. They say -

THIRD SENSORITE: Silence.
You are a traitor to our
people.

GRAMS
Q 20

(HE TAKES SECOND
ELDER'S SASH)

THIRD SENSORITE: You are
not worthy to wear this.

(THIRD SENSORITE
REMOVES HIS COLLAR
AND PUTS ON SASH)

SECOND ELDER: What are you
doing? /

43. 3 E 9°
CU SEN 3 a/b

THIRD SENSORITE: This so
called antidote must be
stopped. The people will
obey their Elders.

SECOND ELDER: The First Elder
has approved the antidote.

THIRD SENSORITE: And yet it
will be stopped - the Second
Elder will suppress it. /

44. 1 D 35°
Group a/b

(3 next)

- 25 -

On 1: shot 44

- 26 -

SECOND ELDER: I will not.

THIRD SENSORITE: I wear your sash of office. Who can say I am not the Second Elder now.

(HE GOES TO THE DOOR)

45. 3 E 24°
Group shot

Hold SEN 3 to L f/g. Let him go R f/g.

FOURTH SENSORITE: Bind him - keep him here.

Hold 3-shot SEN 5/ELDER 2/SEN 4.

(HE GOES OUT)

46. 2 G 24° 20. INT. LABORATORY. /BOOM CL/

2-shot
WHO/CAROL

(DOCTOR IS PRESSING HIS FOREHEAD IN TIREDNESS.

CAROL AND JOHN ARE IN SHOT)

Pull back to POS.H
3-shot WHO/CAROL/
JOHN

CAROL: You're worn out, Doctor.

DOCTOR: But a happy tiredness, my dear. How's your young friend?

CAROL: Improving. But he still seems to go back sometimes, to the old confusion.

SCIENTIST 1 in
R f/g.

DOCTOR: You must expect that.

(FIRST SCIENTIST INTO SHOT. HE HOLDS A SMALL PHIAL)

(4 next)

- 26 -

DOCTOR: Ah! my friend.
You have the antidote
prepared?

FIRST SCIENTIST: Yes, sir.

DOCTOR: Good, Good. We
must start making it in
large quantities. But see
that that goes to the First
Elder's room. Give it to
my granddaughter Susan.

FIRST SCIENTIST: I shall send
a messenger immediately.

(HE EXITS)

DOCTOR: We'll soon be away
from this planet.

CAROL: When John is cured.
It's a long business. There's
no quick antidote for him./

47. 4 B 9°
CU J WHO

DOCTOR: Courage, my dear. Of
course what baffles me is this
atrophine poison in the water
supply. It only affects one
section of the City r one
reservoir if you like, at a time.
Very curious.

CAROL: Now you've discovered
an antidote.

DOCTOR: Oh, that's a cure, yes.
But why cure a thing if you can
stamp it out altogether./

48. 2 H 9°
CU J OHN

JOHN: Enemies.

DOCTOR: What's that, young man.

49. 4 B 24°
3-shot WHO/
CAROL/JOHN

CAROL: He seems to be more coherent but it's as if he were living in a dream world where he's surrounded by enemies.

JOHN: Enemies, yes!!!
Making - plots.

DOCTOR: I don't know. He may be more lucid than we imagine. I have a little exploration to make, Carol, but take note of what he says./

50. 2 H 9°
CU JOHN

51. 4 B 24°
3-shot a/b
WHO/CAROL/
JOHN

JOHN: Listen - to John./

DOCTOR WHO: You see, he knows his own name.

Push in to 2-shot
WHO/CAROL

(SMILES)
Stay with him.
He's on the mend and there are happy days ahead for both of you - I'm sure. After my exploration -

CAROL: Where are you going, Doctor.

Continue Push in
to Single WHO

DOCTOR: To find the senior scientist and do a little exploring. It isn't dangerous, I assure you. But when I solve my problem I believe we'll all be out of trouble.

52. 3 F 24°
2-shot SEN 4/3

20.A. INT. PALACE FORECOURT

BOOM BL

GRAMS
Q 21

(THIRD SENSORITE
(WITH SECOND
ELDER'S SLASH)
AND FURTH
SENSORITE ARE
HERE)

On 3: shot 52.

- 29 -

FOURTH SENSORITE: Supposing
your disguise is seen through.

THIRD SENSORITE: You must
remember that the First and
Second Elders are only well
known to those in powerful
positions. The people see them
only rarely... and mostly at a
distance.

(SECOND SCIENTIST
HURRIES INTO SHOT.
HE STOPS AND DROPS)

SCIENTIST 2 in R
Hold 3-shot

SECOND SCIENTIST: I greet
the Second Elder.

THIRD SENSORITE: I return
your greeting, Scientist.

(SECOND SCIENTIST
MOVES ON)

FOURTH SENSORITE: Success.

THIRD SENSORITE: Yes.
Scientist! Come here.

(SECOND SCIENTIST
RETURNS)

THIRD SENSORITE: Where are
you going?

SECOND SCIENTIST: The man
from the space ship, the
Doctor, has found a cure. Poison
was in our water supply. Here is
the antidote.

THIRD SENSORITE: And y u take
it to the earth man wh is ill?

SECOND SCIENTIST: Yes.

(4 next)

- 29 -

THIRD SENSORITE: Give it to me. I will deliver it.

GRAMS
Q 23

(SECOND SCIENTIST
HANDS OVER LITTLE
BOTTLE)

THIRD SENSORITE: Return to your laboratory.

(SECOND SCIENTIST
BOWS AND EXITS
OUT OF SHOT, THE
WAY HE CAME)

FOURTH SENSORITE: If this Doctor has found a cure...

Tighten shot

THIRD SENSORITE: It is a trick. They are really trying to poison us all. I will prove it to you. They are saying that without the antidote, the young arch man will die. I say he will live because he is only pretending.Ø

GRAMS
Q 23

5 3. 4 C CU Bottle being broken

(HE THROWS DOWN
THE BOTTLE AND
BREAKS IT)

54. 3 F
A/B

THIRD SENSORITE: This will prove it - one way or the other.

55. 1 E 21. 24. INT. ELDER'S ROOM / BOOM A1 /
CU SUSAN

(SUSAN, IAN
AND FIRST
ELDER)

Pull back to tight
3-shot SUSAN/IAN/
ELDER 1

SUSAN: But why isn't the antidote here by now?

(3 next)

On 1: shot 55

- 31 -

FIRST ELDER: I don't know.

LIN: (WEAKLY) Perhaps...
Doctor ran into trouble. You
can't... do these things...
at the snap of a finger, Susan.

Pan up with SUSAN

SUSAN: Well, I'm going to
find out. May I do that?

ELDER 1 rises into
R of shot.

FIRST ELDER: Yes, I shall
have you conducted to the
Laboratory.

SERVANT inbetween

(SHE SIGNALLED
A SERVANT
SERVANT (MURMURING))

Pan SUSAN & SEN.
R to exit

FIRST ELDER: Go with this
servant and give my respects
to the Senior Scientist.

56. 3 G 35° / 22. INT. AQUEDUCT ENTRANCE / BOOM B2 /

GRAMS
Q RP 17

WHO in L f/g &
SCIENTIST 1 in R
R f/g.

(THIS RESEMBLES,
VERY MUCH, THE
ENTRANCE TO A
CAVE... EXCEPT
THAT IT HAS BEEN
DESIGNED BY HAND
AND IS NOT A
NATURAL OPENING
IN ROCK. THE
DOCTOR HAS A SMALL
CASE WITH HIM, CON-
TAINING SOME
LABORATORY EQUIP-
MENT AND THE FIRST
SCIENTIST IS WITH
HIM)

As they move from
Cam. Push in to
POS.H panning L to
hold 2-shot.

FIRST SCIENTIST: Here is the
entrance to the aqueduct.

- 31 -

DOCTOR: It seems very gloomy.

FIRST SCIENTIST: All our attempts to light it end in failure, for one reason or another.

DOCTOR: That must make it very difficult for y u. The sensorites dislike darkness, don't they?

FIRST SCIENTIST: We avoid this place, we have no need to go down to the aqueduct anyway.

DOCTOR: It may be, my friend, because you've neglected it, that the water's become poisonous.

FIRST SCIENTIST: Shall we return now?

DOCTOR: Return? I didn't come here just for a look-see. I intend to go in.

Hold 2-shot

FIRST SCIENTIST: No! You must not.

DOCTOR: Why?

FIRST SCIENTIST: You will not be able to see.

Hold 2-shot

DOCTOR: I have a small torch.

FIRST SCIENTIST: There are... monsters in there?

DOCTOR: Are there now?

FIRST SCIENTIST: Yes, we have heard them.

(2 next)

On 3: shot 56

- 33 -

DOCTOR: Not seen them!

FIRST SCIENTIST: No, the
but they are there. The
noise is horrifying.

DOCTOR: Go back to the
laboratory, my friend and
leave this to me. Go along,
I'll be quite all right, I
assure you.

(FIRST SCIENTIST
GOES OUT OF VIEW)

SCIENTIST out L.

Hold WHO to Cam &
Pan him R to
entrance

DOCTOR: How convenient.
Darkness and noise. The
two things that terrify
the Sensorites. There's
more in this than meets
the eye.

GRAMS
Q 24

(HE GOES TOWARDS
THE AQUEDUCT)

57. 2 I 35° INT. ROOM OF THE ELDER. / BOOM A1/
4-shot SUSAN/
IAN/SEN/ELDER 1

(SUSAN AND IAN.
FIRST ELDER IS
IN ATTENDANCE.)

AN EMPTY BOTTLE
AND A LITTLE
COLLECTION OF
MEDICAL INSTU-
MENTS ARE LITTERED
ON THE FLOOR.
SUSAN IS RUBBING
IAN'S ARM WITH A
PIECE OF COTTON
WOOL OR LINT
BANDAGE)

(1 next)

FIRST ELDER: I do not
understand why the Second
Elder did not bring the
antidote here.

- 33 -

SUSAN: Well, I brought some more and that's all that really matters. And no rushing about for a bit, Ian.

IAN: Yes, matron. Actually, I'm quite happy to lie here. I feel as if somebody's given me a going over with a hammer.

58. 1 A 24⁰
SCIENTIST 1
entering
Pan him R to
2-shot SC.1/
ELDER 1

(THE FIRST
SCIENTIST
ENTERS)

FIRST SCIENTIST: I attend you, sir.

FIRST ELDER: My orders have not been complied with. I asked for regular reports. Where have you been.

FIRST SCIENTIST: Forgive me, sir. The Doctor asked me to show him to the Aqueduct.

FIRST ELDER: Why?

FIRST SCIENTIST: He said that that was where the root of the trouble lay. Sir, I couldn't stop him. He sent me away and said he was going in.

FIRST ELDER: Didn't you warn him.

59. 2 I 35⁰
4-shot SUSAN/IAN/
SC.1/ELDER 1

FIRST SCIENTIST: Yes, but he took no notice.

IAN: Warn him of what?

On SUSAN'S move
push in a little.

(1 next)

FIRST ELDER: The aqueduct
is inhabited by monsters.

IAN: What?! And you let
him go down there?

PLANT SCIENTIST: I couldn't
stop him.

IAN: We must get him out.
Can you arrange for
someone to rescue him?

60. 1 A 24°
3-shot t SUSAN/
SC. 1/ELDER 1

FIRST ELDER: The caverns
are dark. We are helpless.

SUSAN: Take some light
with you then!

FIRST ELDER: Other
expeditions have tried and
failed. Most of our people
do not return. Those who
do speak of terrible things.

61. 2 I 16°
Single IAN

IAN: All right. I'll go
myself.

SUSAN: No, you won't.

IAN: We can't leave him
there, Susan.

SUSAN: You're too ill.

62. 1 A 35°
2-shot IAN/
SUSAN

IAN: Not that ill.

SUSAN: (SLIGHT LAUGH)
All right. (TO FIRST ELDER)
We will need someone to show
us the way.

/2 QUICKLY TO POS.J/

Pan SUSAN R.
3-shot SUSAN/SC.1/
ELDER 1.

On 1: shot 62

- 36 -

(FIRST ELDER
SIGNIFIES THE
FIRST SCIENTIST
WHO BOWS.

FIRST ELDER: I beg you
to change your minds. You
cannot save your friend.

IAN: We'll never know
unless we try, Come on Susan.

(THEY GO OUT)

Push in as they
go to b/g &
finish on CU
ELDER 1

FIRST ELDER: These people
have fine qualities. The
Second Elder and I have
misjudged them and I shall
tell him so.

GRAMS
Q RP 18

(HE LIFTS THE
MICROPHONE
FROM AROUND
HIS NECK AND
TRESSES IT TO
HIS FOREHEAD)

63. 2 J 35° 23. INT. DISINTEGRATOR ROOM / BOOM DI /
2-shot SEN 3/
ELDER R 2
GRAMS
Q RP 18
CONTINUES

(SECOND ELDER
IS TIED UP
AND SEATED IN
A CORNER.

THIRD SENSORITE
IS IN THE ROOM
WITH HIM)

SECOND ELDER: Ah! I
hear you, sir. I hear you.

(1 next)

- 36 -

On 2: shot 63

- 37 -

Tighten shot as
SEN 3 moves fwd.

THIRD SENSORITE: Someone's
mind is in communication
with yours. Who is it? The
First Elder?

SECOND ELDER: Give me the
mind transmitter.

(THE THIRD

SENSORITE
HOLDS UP A
THROAT
MICROPHONE,
SIMILAR TO
ONE HE WEARS
AROUND HIS
OWN THROAT)

THIRD SENSORITE: Do you
think I'm a fool! You can
hear but you cannot speak
your mind without this.
What is being said to you.

SECOND ELDER: I refuse to
tell you.

THIRD SENSORITE: Think of
your family. Their safety
depends on you.

SECOND ELDER: It is the
First Elder. He says we
have misjudged the human
beings from earth...

64.	1	A	35°	24.	INT. ELDER'S ROOM	/BOOM A1/
		CU ELDER 1				
		A/B				
					(FIRST ELDER WITH	GRAMS
					MICROPHONE PRESSED	Q RP 18
					TO HIS HEAD)	CONTINUES

65.	2	35°	25.	INT. DISINTEGRATOR ROOM	/BOOM D1/
		2-shot SEN 3/			
		ELDER 2.			
					GRAMS
					Q RP 18
					CONTINUES

(3 next)

- 37 -

On 2: shot 65

SECOND ELDER: .. He is saying that the one called the Doctor has gone down into the aqueduct and that the young man and the girl Susan have gone to rescue him.

SECOND ELDER: He is asking why I can't reply. GRAMS Q RP 18

ENDS

Push in to Single
SENSORITE 3

THIRD SENSORITE: No-one can come out of the aqueduct alive. The one called the Doctor must be near death. The other two approach death and I see victory ahead for all my plans.

66. 3 I 35° On pipes 25° INT. AQUEDUCT ENTRANCE /BOOM B2/

GRAMS Q RP 17

(IAN, SUSAN AND FIRST SCIENTIST WALK INTO SHOT. IAN'S FACE IS DAMP WITH PERSPIRATION AND HE WALKS ONLY WITH THE HELI OF SUSAN)

IAN: Is this it?

FIRST SCIENTIST: Yes.

(FIRST SCIENTIST HANDS SUSAN A SMALL SQUARE BOX - A FLAT TORCH)

FIRST SCIENTIST: I give you a radio-electric light.

SUSAN: Thank you. How do you feel, Ian? Say if you can't go on,

(4 next)

On 3: shot 66

- 39 -

IAN: I'm fine. Come on.

Pan IAN & SUSAN R
into entrance

(THEY WALK
AWAY FROM
THE FIRST
SCIENTIST
INTO THE
ENTRANCE)

67.

4

D

On Channel
Entrance

WHO in L.

BOOM C37

27. INT. FIRST CHANNEL. IMMEDIATE EFFECT.

(IT IS VERY DARK.
THE DOCTOR'S
TORCH ILLUMINATES
LARGE AND SMALL
PIPES EVERYWHERE.
DOCTOR BENDS
DOWN AS HIS TORCH
ILLUMINATES
AGAINST A SMALL
PLANT GROWING
ON THE GROUND.
HE PUTS DOWN
HIS SMALL CASE,
PROPS UP THE
TORCH AGAINST
IT AND PULLS
OUT THE PLANT.)

GRAMS
Q RP 17?

Q 32

Push in to WHO as he
bends down to flower

THE TORCH SHINES
ON HIS FACE AND
AT THE PLANT HE
HOLDS IN HIS
HANDS)

DOCTOR: Is it?

(HE EXAMINES
THE PLANT
THROUGH A
SMALL EYE-
GLASS)

DOCTOR: Yes. I thought
so. A form of atropa
Belladonna. Deadly nightshade.

(1 next: on ROLLER)

- 39 -

On 4: shot 67

- 40 -

Quick push in to
BCU WHO

(SUDDENLY
THERE IS A
SHADOW ACROSS
THE DOCTOR'S
FACE. HE
LOOKS UP.....
ALARMED.... IN
ALIEN SHRIEK
ECHOES THROUGH
THE CHIMNEL
AND THE DOCTOR'S
FACE ILLUSTRATES
ANY MAN'S FEAR
OF THE UNKNOWN)

GRAMS
SHRIEK

SUP. SLIDE Next Episode
K I D N A P

MIX

68. ROLLER CAPTION

Starts: Dr. Who William Hartnell
Ends : Designer Raymond P. Cusick

MIX SLIDE - Producer Verity Lambert

MIX SLIDE - Directed by Mervyn Pinfield

FADE OUT

OVERALL DURATION
ROLLER TO END
CLOSING MUSIC

- 40 -